SYSTEM AND METHOD FOR SIMULATING AUDIO COMMUNICATIONS USING A COMPUTER NETWORK

ABSTRACT OF THE DISCLOSURE

A system and method for providing audio communications for a simulation system. A computer network has a server in data communication with client systems. The server receives audio from a transmitting client. It then executes transceiver models and impairment models, which inject effects of audio communications media and equipment into sampled audio data. The server then delivers the "impaired" audio to a receiving client.